

# KRAREN'S REVENGE CHALLENGE IN THE DEEP

## Game Manual



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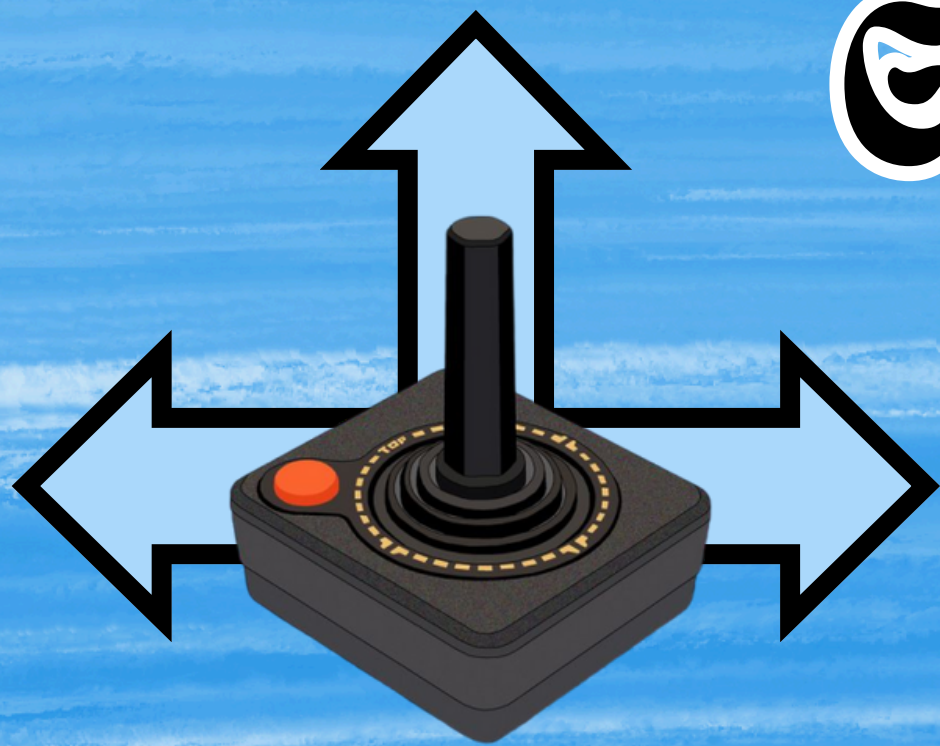
Programmed by: Alfredo Arias

**Kraken's Revenge is a game compatible with your Atari 2600, VCS systems.**



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## **Game Controls**

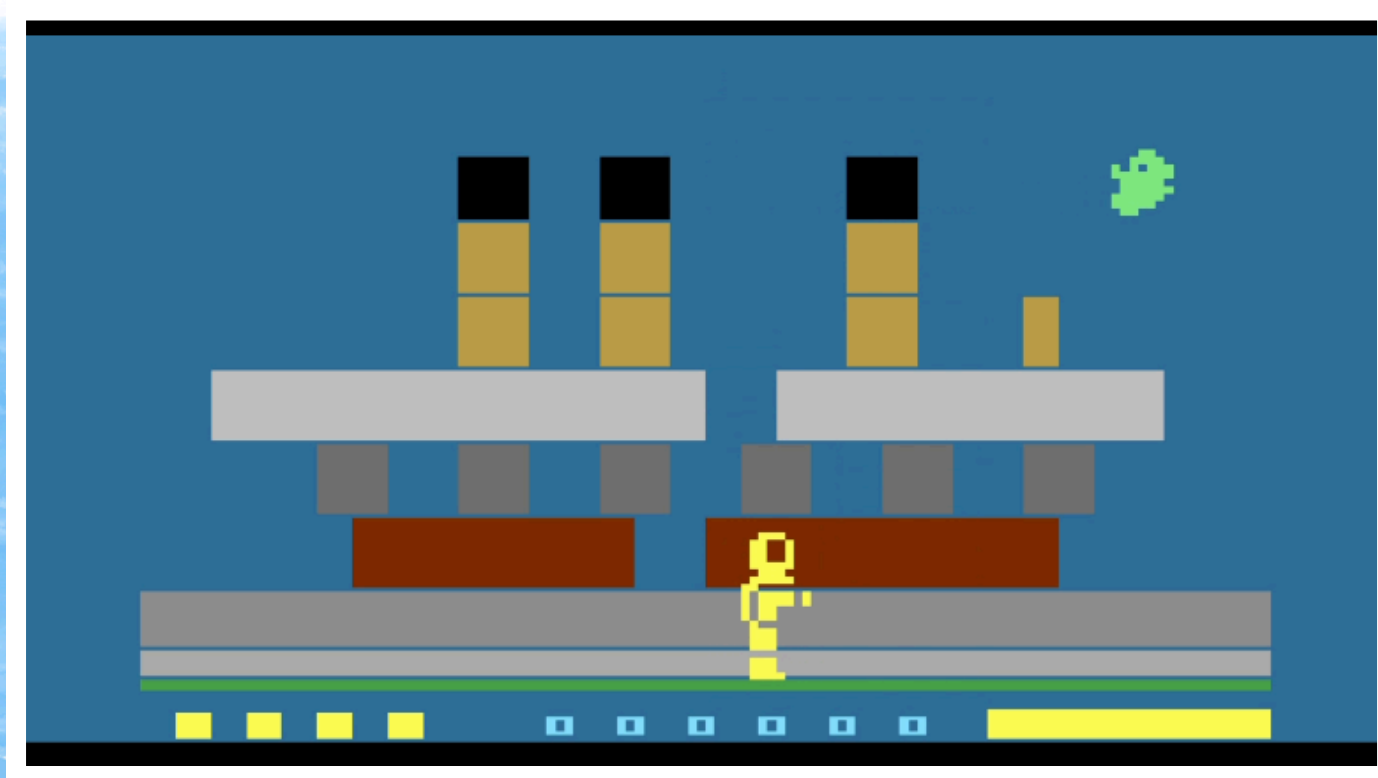
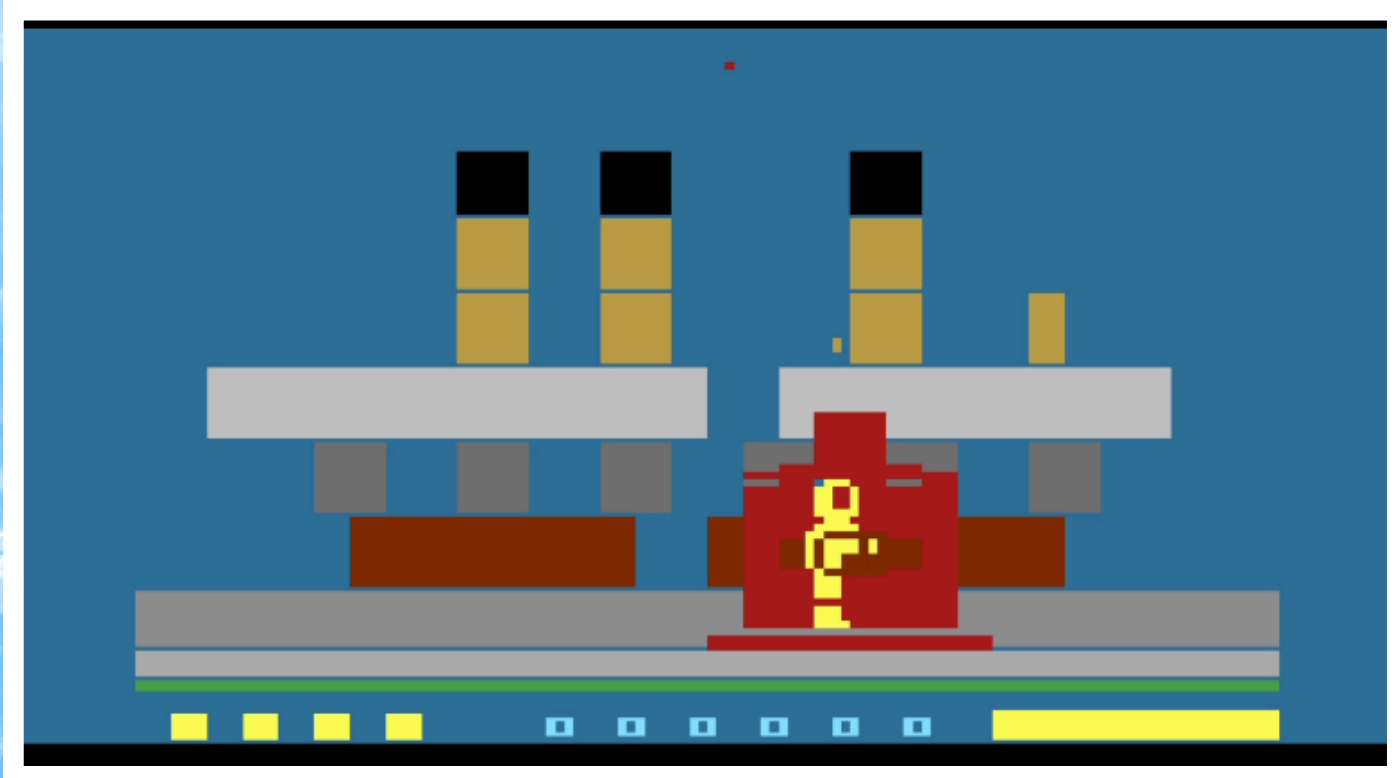


**MOVEMENT:** Navigate with your diving suit between the oceanic crevices.

**TRANQUILIZING DART:** Press the "FIRE" button to fire a sedative dart. A well-aimed shot at the Kraken will calm it down, allowing you to buy time for collection.

**THE BATHYSPHERE:** Your starting point. It is from it that Jack Drake emerges into the deep blue at the beginning of each journey.

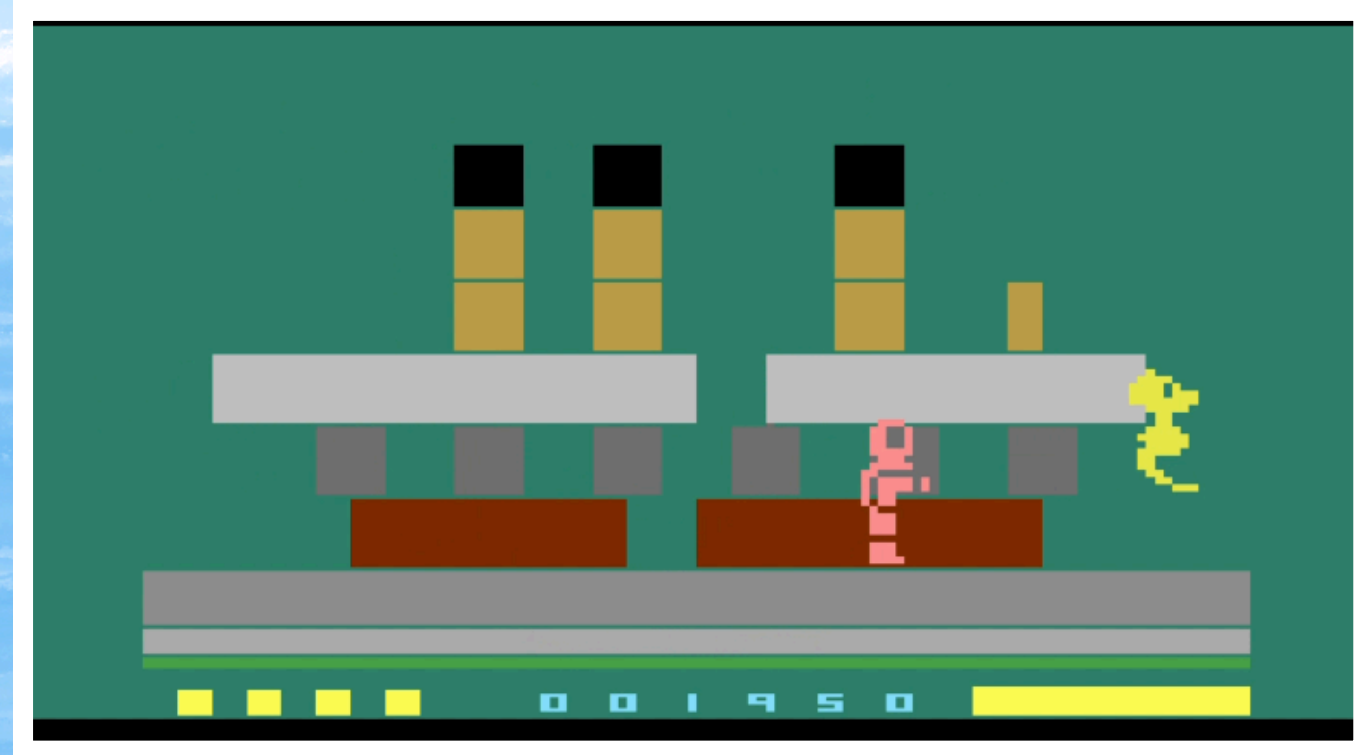
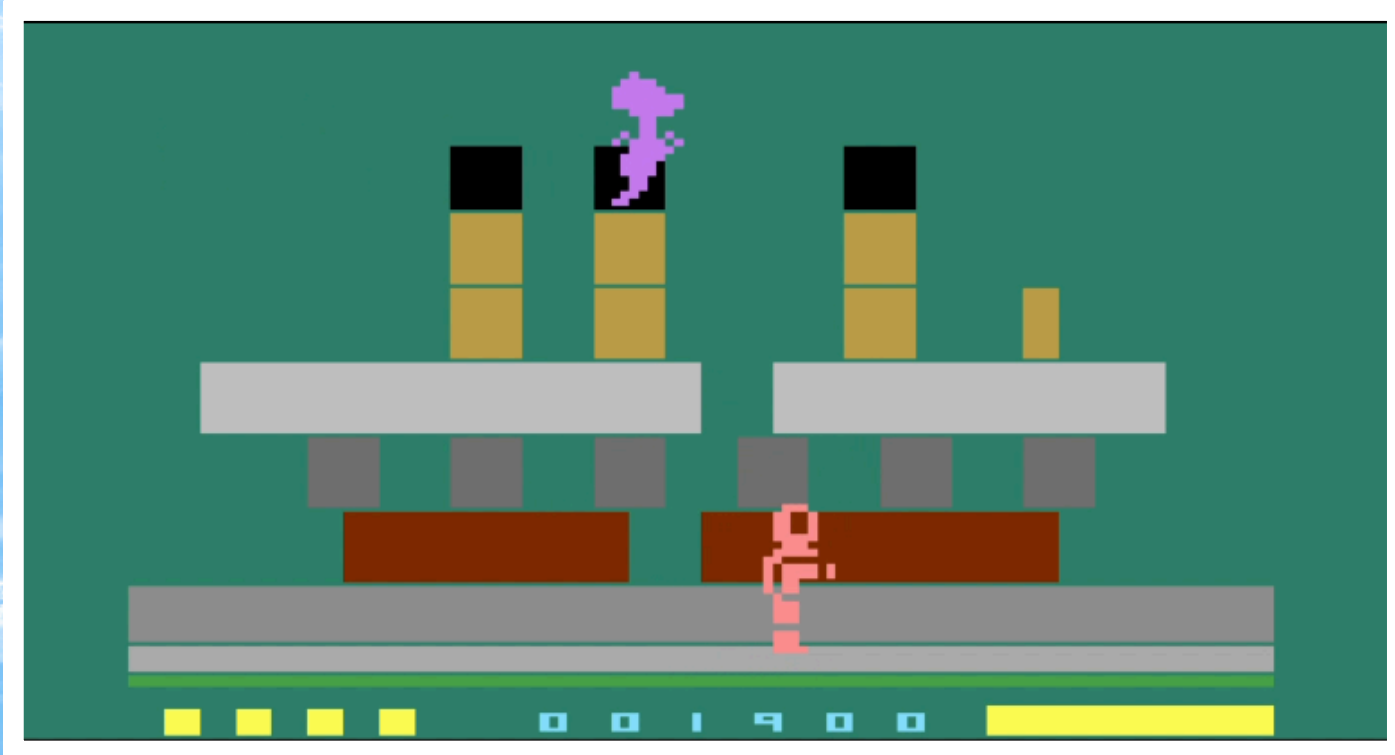
# Game History



Inspired by the great explorers of the 20th century, Captain Jack Drake is a visionary. With his famous red hat and floating laboratory, he believes that "to know is to protect." He does not seek gold or treasures, but rather the richness of biodiversity.

Captain Jack Drake is not a hunter, but an educator. For him, the Kraken is not a monster, but a wonder of nature that is just protecting his home. That's why he uses science and not force. Its tranquilizer darts are the result of years of research, ensuring that the Guardian of the Abyss only takes a "nap" while the rescue mission takes place.

# Game Objective

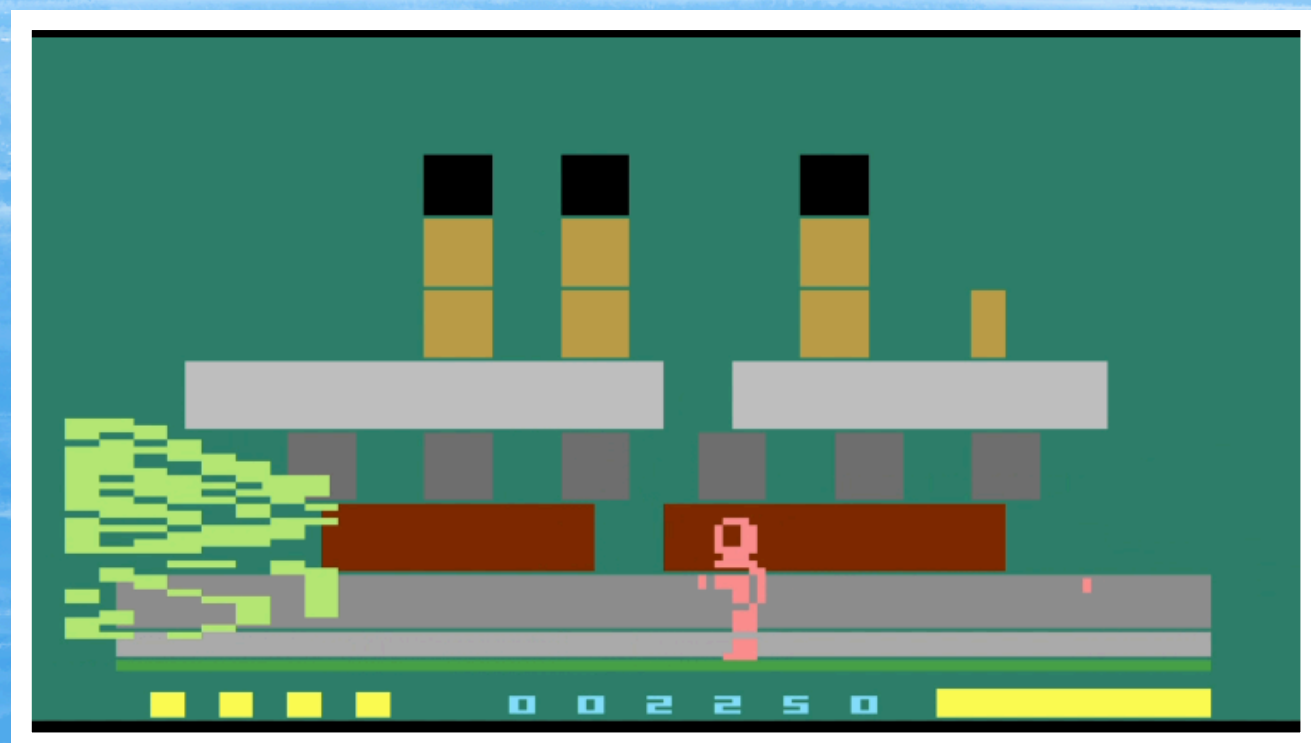
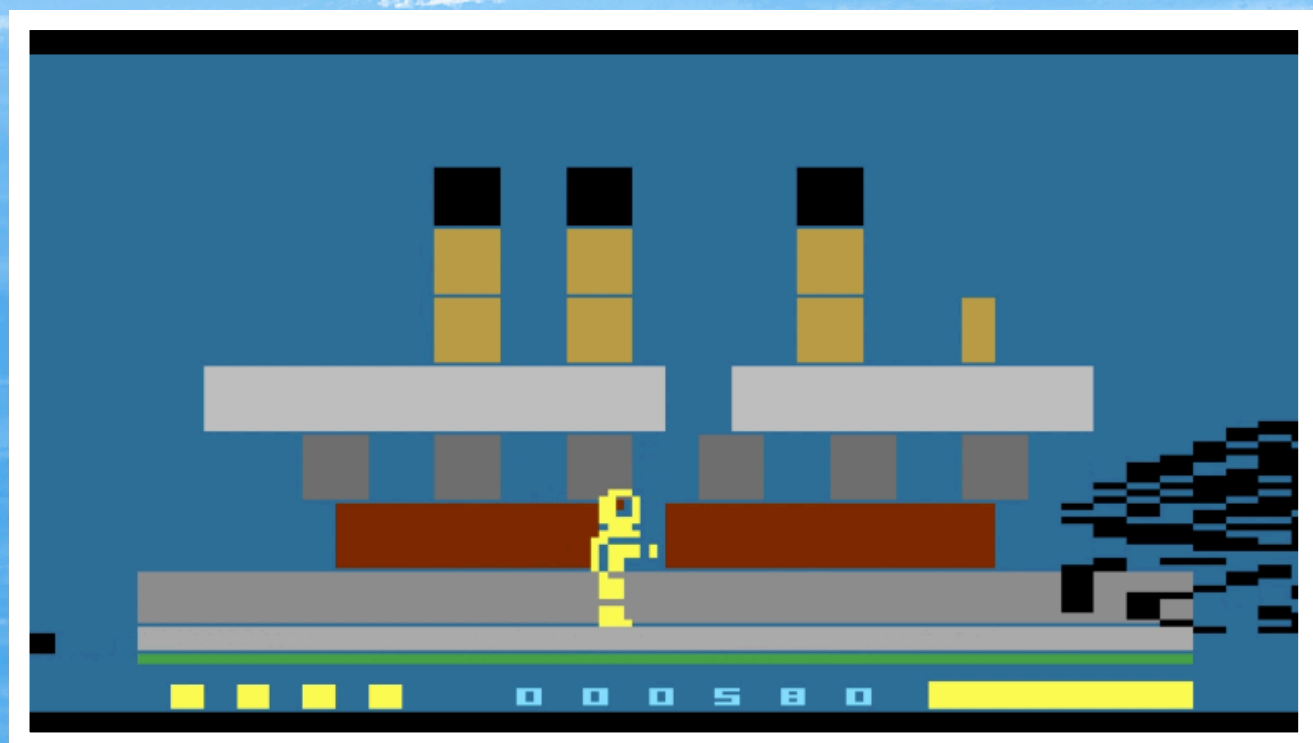


The world watches expectantly through the lens of Captain Jack Drake. Aboard his "High Pressure Bathysphere", the renowned oceanographer descends where sunlight cannot reach. Your mission is to escape the safety of the capsule to collect rare specimens and protect them from an imminent environmental catastrophe.

the Guardian of the Abyss — a colossal and territorial Kraken — fiercely protects the species that Jack Drake tries to save, does not understand his intentions. To him, you are an invader, and he will use his enormous strength to hurl massive boulders from the cracks.

**volcanics to stop it! Armed only with "Tranquilizer Darts", enough to temporarily put the giant cephalopod to sleep while he carries out his scientific rescue.**

## **The Game Boss**



**Sensing the intrusion, the Kraken uses its powerful tentacles to hurl "massive boulders" from underwater slopes.**

**Under Throw: The Kraken throws the rock close to the bottom. "Quickly go up!"**

**Top Throw: The rock comes from the top, aiming for your oxygen supply. "Dive!"**

# THE RESEARCH CATALOG

For each animal collected, the marine preservation fund awards 50 points to your expedition:

**The Crab:** Hidden in the rocks.

**The Stingray:** Gliding in the currents.

**Tropical Fish:** Colorful schools.

**The Shark:** The king of marine balance.

## EXPLORER TIPS

**Collecting Marine Species:** A tip that's worth its weight in gold, try to collect the species on the left side whenever possible, as you may be surprised by the Kraken's attack, which will always look its best on your right, unless you have quick reflexes to dodge the boulders thrown immediately by the Kraken after its appearance.

**Crab in the sea: No matter how hard the diver tries to float, he will never be able to catch the crab during the jump, study its movements in the heights and wait for the right moment to capture the crab when it makes its descent to the ground in the blink of an eye, so be quick when trying to capture it.**

**Dart Management: Don't shoot aimlessly. The Kraken is huge, but a well-placed dart in its body is enough to slow it down.**

**The Bathysphere is Life: Always remember where it came from. The metallic look of the bathysphere at the top of the screen is your reminder that the surface awaits your triumphant return.**

**Respect for the Beast: Even asleep for a few seconds, the Kraken recovers quickly. Never underestimate the speed of nature.**

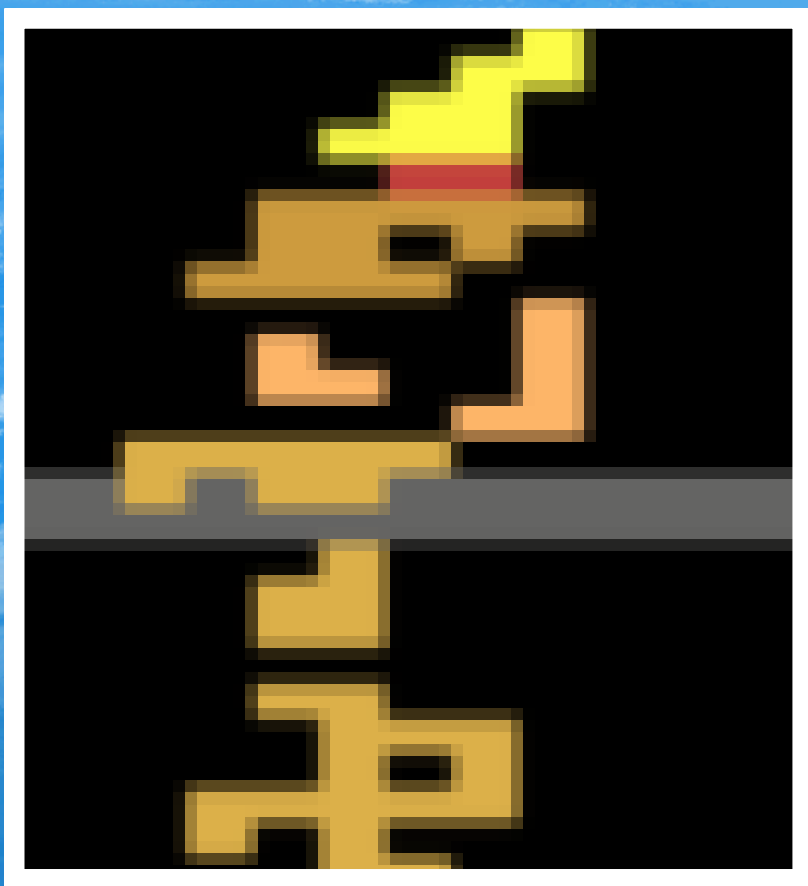
**Bonus Life: Defeat the Kraken and gain an extra life for the next round. Preserve your lives to the fullest.**

**Game Over: Think it's over? The answer is no, wait and you will be redirected to witness the Final Destination of Captain Jack Drake.**

**Final Destination 2: Not happy with Captain Jack Drake's original Final Destination?**

**Because a secret Alternate Final Destination (2) of Captain Jack Drake is in your hands, just press the red button (Fire) away from your Atari controller.**

## **Credits**



**Programmed by: Alfredo Arias**

**Design: Alfredo Anrias**

**Published by: Olioni Games Inc.**

**A programmer passionate about retro games, an Atari 2600 programmer in his spare time, his hobby caught the attention of Olioni Games, now he is one of the developer's five game programmers, gaining the opportunity to have his work recognized by many people.**

**END.**